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Relevance scale ☐ ☐ ☐ ☐ ☐**1 [An introduction to the Spambayes project](#)**

Richie Hindle

March 2003 **Linux Journal**, Volume 2003 Issue 107Full text available: [html\(16.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Make advanced spam filtering work with your existing mail tools.

2 [Conversations with Clement Mok and Jakob Nielsen, and with Bill Buxton and Clifford Nass](#)

Richard I. Anderson

January 2000 **interactions**, Volume 7 Issue 1Full text available: [pdf\(986.68 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**Full text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Surfels: surface elements as rendering primitives](#)

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**Full text available: [pdf\(500.97 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

3 [Session 2: Stopping outgoing spam](#)

Joshua T. Goodman, Robert Rounthwaite

May 2004 **Proceedings of the 5th ACM conference on Electronic commerce**Full text available: [pdf\(196.27 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We analyze the problem of preventing outgoing spam. We show that some conventional techniques for limiting outgoing spam are likely to be ineffective. We show that while imposing per message costs would work, less annoying techniques also work. In particular, it is only necessary that the average cost to the spammer over the lifetime of an account

exceed his profits, meaning that not every message need be challenged. We develop three techniques, one based on additional HIP challenges, one based ...

Keywords: junk email, spam

4 Integrating paper and digital information on EnhancedDesk: a method for realtime finger tracking on an augmented desk system

December 2001 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 8 Issue 4

Full text available:  pdf(3.96 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

This article describes a design and implementation of an augmented desk system, named EnhancedDesk, which smoothly integrates paper and digital information on a desk. The system provides users an intelligent environment that automatically retrieves and displays digital information corresponding to the real objects (e.g., books) on the desk by using computer vision. The system also provides users direct manipulation of digital information by using the users' own hands and fingers for more natural ...

Keywords: Augmented reality, computer vision, computer-supported learning, education, finger/hand recognition, infrared camera, perceptive user interfaces

5 Item-based collaborative filtering recommendation algorithms

Badrul Sarwar, George Karypis, Joseph Konstan, John Reidl

April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available:  pdf(257.88 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Link capacity allocation and network control by filtered input rate in high-speed networks

San-Qi Li, Song Chong, Chia-Lin Hwang

February 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 1

Full text available:  pdf(1.90 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Spatial anti-aliasing for animation sequences with spatio-temporal filtering

Mikio Shinya

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(218.01 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: anti-aliasing, computer animation, spatio-temporal filtering

8 Future of simulation: Avatar kinematics modeling for telecollaborative virtual environments

Cristian Luciano, Pat Banerjee

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available:  pdf(238.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper introduced the application of a more efficient mathematical representation of the kinematics of avatars, or digital human beings, in telecollaborative virtual reality environments (VRE). The human head, torso and arms were modeled as a redundant eight-degree-of-freedom kinematics structure using an excellent alternative tool to transformation matrices, called dual quaternions. This approach achieves an extremely fast and accurate iterative algorithm that converges to one possible solu ...

9 [A measurement-based admission control algorithm for integrated service packet networks](#)

Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang

February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1

Full text available:  [pdf\(284.33 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: predictive service, quality-of-service guarantee, real-time traffic

10 [Making contact: getting the group communicating with groupware](#)

Andrew Cockburn, Saul Greenberg

December 1993 **Proceedings of the conference on Organizational computing systems**

Full text available:  [pdf\(1.26 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: casual interaction, computer supported cooperative work, contact facilitation, coordination, groupware

11 [An open meteorological alerting system: issues and solutions](#)

Ian Mathieson, Sandy Dance, Lin Padgham, Malcolm Gorman, Michael Winikoff

January 2004 **Proceedings of the 27th conference on Australasian computer science - Volume 26**

Full text available:  [pdf\(247.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes an experimental alerting system under development by the Australian Bureau of Meteorology, initially targetted at (but not restricted to) the aviation sector. The system provides alert routing and filtering: for example pressure readings from automated weather stations may conflict with a local terminal aerodrome forecast, resulting in an alert being displayed to forecasters and other interested parties (such as airlines or individual aircraft). The multi-agent based design i ...

Keywords: artificial intelligence, distributed systems, real-time systems, software engineering

12 [Session P10: multiresolution and compression: Multiresolution feature extraction for unstructured meshes](#)

Andreas Hubeli, Markus Gross

October 2001 **Proceedings of the conference on Visualization '01**

Full text available:  [pdf\(9.05 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
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We present a framework to extract mesh features from unstructured two-manifold surfaces. Our method computes a collection of piecewise linear curves describing the salient features of surfaces, such as edges and ridge lines. We extend these basic techniques to a

multiresolution setting which improves the quality of the results and accelerates the extraction process. The extraction process is semi-automatic, that is, the user is required to input a few control parameters and to select the operator ...

Keywords: feature extraction, geometric modeling, multiresolution models, surface representations, triangle decimation

13 The many faces of publish/subscribe

Patrick Th. Eugster, Pascal A. Felber, Rachid Guerraoui, Anne-Marie Kermarrec
June 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 2


Full text available:  pdf(456.46 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Well adapted to the loosely coupled nature of distributed interaction in large-scale applications, the publish/subscribe communication paradigm has recently received increasing attention. With systems based on the publish/subscribe interaction scheme, subscribers register their interest in an event, or a pattern of events, and are subsequently asynchronously notified of events generated by publishers. Many variants of the paradigm have recently been proposed, each variant being specifically adapted ...

Keywords: Distribution, interaction, publish/subscribe

14 Structure and Flow: Notification for shared annotation of digital documents

A. J. Bernheim Brush, David Barger, Jonathan Grudin, Anoop Gupta
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available:  pdf(554.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Notification and shared annotations go hand-in-hand. Notification of activity in a shared document system is known to support awareness and improve asynchronous collaboration, but few studies have examined user needs and explored design tradeoffs. We examined large-scale use of notifications in a commercial system and found it lacking. We designed and deployed enhancements to the system, then conducted a field study to gauge their effect. We found that providing more information in notification ...

Keywords: annotation, annotation system design, notification

15 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available:  pdf(1.98 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The technique ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

16 Information delivery systems: an exploration of Web pull and push technologies

Julie E. Kendall, Kenneth E. Kendall

April 1999 **Communications of the AIS**Full text available:  [pdf\(658.33 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**17 Forward image mapping**

Baoquan Chen, Frank Datchile, Arie Kaufman

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**Full text available:  [pdf\(284.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a new forward image mapping algorithm, which speeds up perspective warping — as in texture mapping. It processes the source image in a special scanline order instead of the normal raster scanline order. This special scanline has the property of preserving parallelism when projecting to the target image. The algorithm reduces the complexity of perspective-correct image warping by eliminating the division per pixel and replacing it with a division per scanline. The me ...

Keywords: Gouraud shading, anisotropic filtering, antialiasing, forward mapping, hardware, image warping, texture mapping

18 Item-based top-N recommendation algorithms

Mukund Deshpande, George Karypis

January 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 1Full text available:  [pdf\(240.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The explosive growth of the world-wide-web and the emergence of e-commerce has led to the development of *recommender systems*---a personalized information filtering technology used to identify a set of items that will be of interest to a certain user. User-based collaborative filtering is the most successful technology for building recommender systems to date and is extensively used in many commercial recommender systems. Unfortunately, the computational complexity of these methods grows l ...

Keywords: e-commerce, predicting user behavior, world wide web

19 Clustering intrusion detection alarms to support root cause analysis

Klaus Julisch

November 2003 **ACM Transactions on Information and System Security (TISSEC)**, Volume 6 Issue 4Full text available:  [pdf\(285.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

It is a well-known problem that intrusion detection systems overload their human operators by triggering thousands of alarms per day. This paper presents a new approach for handling intrusion detection alarms more efficiently. Central to this approach is the notion that each alarm occurs for a reason, which is referred to as the alarm's *root causes*. This paper observes that a few dozens of rather persistent root causes generally account for over 90&percent; of the alarms that an intrusion ...

Keywords: Intrusion detection, cluster analysis, data mining, false positives, root cause analysis

20 The SpectrumWare approach to wireless signal processing

David L. Tennenhouse, Vanu G. Bose

March 1996 **Wireless Networks**, Volume 2 Issue 1Full text available:  [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The SpectrumWare project is applying a software oriented approach to wireless communication and distributed signal processing. Advances in processor and analog-to-digital conversion technology have made it possible to implement virtual radios that directly sample wide bands of the RF spectrum and process these samples in application software. The elimination of dedicated hardware introduces tremendous flexibility into a wireless communication system. Our approach goes further than the softw ...

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Relevance scale ☐ ☐ ☐ ☐ ☐**1 [Session 2: Stopping outgoing spam](#)**

Joshua T. Goodman, Robert Rounthwaite

May 2004 **Proceedings of the 5th ACM conference on Electronic commerce**Full text available: [pdf\(196.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We analyze the problem of preventing outgoing spam. We show that some conventional techniques for limiting outgoing spam are likely to be ineffective. We show that while imposing per message costs would work, less annoying techniques also work. In particular, it is only necessary that the average cost to the spammer over the lifetime of an account exceed his profits, meaning that not every message need be challenged. We develop three techniques, one based on additional HIP challenges, one based on ...

Keywords: junk email, spam**2 [Features: Spam, Spam, Spam, Spam, Spam, the FTC, and Spam](#)**

Eric Allman

September 2003 **Queue**, Volume 1 Issue 6Full text available: [pdf\(1.28 MB\)](#) [html\(29.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A forum sponsored by the FTC highlights just how bad spam is and how its only going to get worse without some intervention.

The Federal Trade Commission (FTC) held a forum on spam in Washington, D.C., April 30 to May 2. Rather to my surprise, it was a really good, content-full event. The FTC folks had done their homework and had assembled panelists that ran the gamut from ardent anti-spammers all the way to hard-core spammers and everyone in between: lawyers, legitimate mar ...

3 [Search engineering 2: Mining models of human activities from the web](#)

Mike Perkowitz, Matthai Philipose, Kenneth Fishkin, Donald J. Patterson

May 2004 **Proceedings of the 13th conference on World Wide Web**Full text available: [pdf\(582.93 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The ability to determine what day-to-day activity (such as cooking pasta, taking a pill, or watching a video) a person is performing is of interest in many application domains. A system that can do this requires models of the activities of interest, but model construction does not scale well: humans must specify low-level details, such as segmentation and feature selection

of sensor data, and high-level structure, such as spatio-temporal relations between states of the model, for each and every ...

Keywords: activity inference, activity models, rfid, web mining

4 Paranoid penguin: Hardening sendmail



Mick Bauer

April 2002 **Linux Journal**, Volume 2002 Issue 96

Full text available:  [html\(26.36 KB\)](#) Additional Information: [full citation](#), [index terms](#)

5 Digital villiage: digital politics 2000



Hal Berghel

November 2000 **Communications of the ACM**, Volume 43 Issue 11

Full text available:  [pdf\(869.34 KB\)](#)
 [html\(23.11 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

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